

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - 5 a primary game;
 - a first symbol generator in the primary game having a plurality of symbols and adapted to generate at least one first predetermined symbol;
 - a second symbol generator in the primary game having a
10 plurality of symbols and adapted to generate at least one second predetermined symbol;
 - at least one first secondary game associated with said first symbol generator;
 - at least one second secondary game associated with said
15 second symbol generator, wherein the first secondary game is independently operable from the second secondary game, and the second secondary game is independently operable from the first secondary game;
 - at least one display device operable to display said first and
20 second secondary games; and
 - a processor programmed to:
 - (a) operate the first secondary game associated with the first symbol generator after the first predetermined symbol is generated by said first symbol generator, and
 - 25 (b) operate the second secondary game associated with the second symbol generator after the second predetermined symbol is generated by said second symbol generator.
2. The gaming device of Claim 1, wherein the first and second symbol generators are each reels.
- 30 3. The gaming device of Claim 1, wherein the first and second symbol generators are each wheels.

4. The gaming device of Claim 1, wherein the symbols include a plurality of cards.

5. The gaming device of Claim 1, wherein the display device is operable to display to the player that the first secondary game is associated with the first symbol generator and that the second secondary game is associated with the second symbol generator.

6. The gaming device of Claim 1, wherein the first secondary game is displayed by the display device adjacent to the first symbol generator, and the second secondary game is displayed by the display device adjacent to the second symbol generator.

7. The gaming device of Claim 1, wherein the display device is operable to simultaneously display the first and second secondary games.

8. The gaming device of Claim 1, wherein the first secondary game and the second secondary game are different types of games.

9. The gaming device of Claim 1, wherein the first secondary game and the second secondary game are each of a same type of game.

10. The gaming device of Claim 1, wherein at least one of the first and second secondary games includes another symbol generator.

11. The gaming device of Claim 1, wherein the first and second secondary games each include at least one win condition.

12. The gaming device of Claim 11, wherein an award is provided to a player when the win condition in one of the first or second secondary games occurs.

13. The gaming device of Claim 12, wherein the award is a value.

14. The gaming device of Claim 12, wherein the award is an opportunity to gain a value.

15. The gaming device of Claim 11, wherein a plurality of steps must occur before reaching the win condition in each of the first and second secondary games.

16. The gaming device of Claim 11, wherein the win condition includes a plurality of predetermined secondary game symbols.

17. The gaming device of Claim 16, which includes an input device operable to enable the player to determine a location in which each secondary game symbol is placed in at least one of the first or second secondary games.

18. The gaming device of Claim 1, wherein the first predetermined symbol causes the generation of at least one secondary game symbol in the first secondary game.

19. The gaming device of Claim 18, wherein the first secondary game includes a plurality of locations, and wherein a win condition results when at least two secondary game symbols occur in predetermined locations in said first secondary game.

20. The gaming device of Claim 19, wherein at least one location in said first secondary game is associated with a value.

21. The gaming device of Claim 20, wherein the player is provided said value if the secondary game symbol is placed in said location.

22. The gaming device of Claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is predetermined.

23. The gaming device of Claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is randomly determined.

24. The gaming device of Claim 20, wherein the location in
5 which the secondary game symbol is placed in the first secondary game is determined by the first predetermined symbol.

25. The gaming device of Claim 20, wherein the location in which the secondary game symbol is placed in the first secondary game is determined by the player.

10 26. The gaming device of Claim 1, wherein at least one of said first and second symbol generators includes at least one cross-game symbol which functions in the first or second secondary game associated with said first or second symbol generator.

15 27. The gaming device of Claim 26, wherein the cross-game symbol determines a location of at least one secondary symbol in the first secondary game.

28. The gaming device of Claim 27, wherein the location of at least one secondary game symbol in the first secondary game is revealed upon the display of a first cross-game symbol on the first
20 symbol generator in the primary game.

29. The gaming device of Claim 26, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.

30. A gaming device comprising:
a primary game;
a first symbol generator in the primary game having a plurality
of symbols and adapted to generate at least one first predetermined
5 symbol;
a second symbol generator in the primary game having a
plurality of symbols and adapted to generate at least one second
predetermined symbol;
at least one first secondary game associated with said first
10 symbol generator;
at least one second secondary game associated with said
second symbol generator, wherein the first secondary game is
independently operable from the second secondary game, and the
second secondary game is independently operable from the first
15 secondary game; and
at least one display device operable to display said first and
second secondary games, wherein a first event occurs in the first
secondary game associated with said first symbol generator after the
first predetermined symbol is generated by the first symbol generator,
20 and wherein a second event occurs in the second secondary game
associated with said second symbol generator after the second
predetermined symbol is generated by the second symbol generator.

31. The gaming device of Claim 30, wherein the first
25 secondary game and the second secondary game are of the same type
of games.

32. The gaming device of Claim 30, wherein the first event
includes the placement of a secondary game symbol in a location in
30 the first secondary game.

33. The gaming device of Claim 30, wherein the first event
includes the movement of a cross-game symbol from the first symbol
generator to the first secondary game.

34. The gaming device of Claim 30, wherein the first event of the first secondary game is the same as the second event of the second secondary game.

35. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator and a second symbol generator, wherein:

(i) said first symbol generator is adapted to generate a plurality of symbols including at least one first predetermined symbol, and

(ii) said second symbol generator is adapted to generate a plurality of symbols including at least one second predetermined symbol;

(b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game is operable independently from the second secondary game, and the second secondary game is operable independently from the first secondary game;

(c) operating the first secondary game associated with said first symbol generator after at least one first predetermined symbol is generated by said first symbol generator; and

(d) operating the second secondary game associated with said second symbol generator after at least one second predetermined symbol is generated by said second symbol generator.

36. The method of Claim 35, wherein the first secondary game and the second secondary game are different games.

37. The method of Claim 35, which includes indicating that the first secondary game is associated with the first symbol generator and that the second secondary game is associated with the second symbol generator.

38. The method of Claim 35, which includes displaying the first secondary game adjacent to the first symbol generator and displaying the second secondary game adjacent to the second symbol generator.

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39. The method of Claim 35, which includes simultaneously displaying the first and second secondary games.

40. The method of Claim 35, which includes repeating steps (c) and (d) until a win condition occurs in at least one of said first and second secondary games.

41. The method of Claim 40, wherein the win condition includes at least two secondary game symbols in at least two locations in at least one of said first and second secondary games.

42. The method of Claim 40, which includes providing a player an award associated with at least one of said win conditions.

43. The method of Claim 35, which includes repeating steps (c) and (d) until a win condition occurs in both of said first and second secondary games.

44. The method of Claim 35, which includes generating at least one secondary game symbol in said first secondary game after at least one first predetermined symbol is generated by said first symbol generator.

45. The method of Claim 44, which includes providing a player an award associated with a predetermined number of secondary game symbols in said first secondary game.

46. The method of Claim 35, which includes causing a cross-game symbol to function on the first symbol generator and in the first secondary game associated with said first symbol generator.

47. The method of Claim 35, which includes operating the
5 gaming device through a data network.

48. The method of Claim 47, wherein the data network is an internet.

49. The method of Claim 35, wherein computer instructions for implementing steps (a) to (d) are stored in a memory device.

50. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator and a second symbol generator, wherein:

5 (i) said first symbol generator has a plurality of symbols including at least one first predetermined symbol, and

(ii) said second symbol generator has a plurality of symbols including at least one second
10 predetermined symbol;

(b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game is operable independently from the second secondary game, and the
15 second secondary game is operable independently from the first secondary game;

(c) activating the primary game upon a triggering event;

(d) placing a secondary game symbol in a location in the first secondary game after one of the first predetermined symbols is
20 generated by said first symbol generator;

(e) placing a secondary game symbol in a location in the second secondary game after one of the second predetermined symbols is generated by said second symbol generator; and

(f) repeating steps (c) to (e) until a predetermined number of
25 secondary game symbols occur in at least one predetermined location in at least one of said secondary games.

51. The method of Claim 50, wherein the first secondary game and the second secondary game are different.

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52. The method of Claim 50, which includes randomly determining the location in at least one of said first and second secondary games in which to place the secondary game symbol.

53. The method of Claim 50, which includes enabling the player to determine the location in at least said first secondary game in which to place the first secondary game symbol.

54. The method of Claim 50, which includes providing a
5 player an award associated with a predetermined number of secondary game symbols in at least one predetermined location in at least one of said first and second secondary games.

55. The method of Claim 50, wherein each of said first and second secondary games includes at least one win condition.

10 56. The method of Claim 55, which includes providing an award to a player when the win condition in at least one of said first and second secondary games occurs.

57. The method of Claim 50, which includes causing a cross-game symbol to function on said first symbol generator and in said first
15 secondary game associated with said first symbol generator.

58. The method of Claim 57, which includes indicating a location in said first secondary game upon the display of the first cross-game symbol on the first symbol generator.

59. The method of Claim 58, which includes placing the first
20 cross-game symbol in the location in the first secondary game indicated by said first cross-game symbol when one of the first predetermined symbols is generated by said first symbol generator.

60. The method of Claim 50, which includes operating the gaming device through a data network.

25 61. The method of Claim 60, wherein the data network is an internet.

62. The method of Claim 50, wherein computer instructions for implementing steps (a) to (f) are stored in a memory device.

63. A gaming device comprising:
- a primary game;
 - a first symbol generator in the primary game having a plurality of symbols and adapted to generate at least one first cross-game symbol;
 - a second symbol generator in the primary game having a plurality of symbols and adapted to generate at least one second cross-game symbol;
 - at least one first secondary game associated with said first symbol generator;
 - at least one second secondary game associated with said second symbol generator, wherein the first secondary game is independently operable from the second secondary game, and the second secondary game is independently operable from the first secondary game;
 - at least one display device for displaying said first and second secondary games; and
 - a processor adapted to:
 - (a) operate the first secondary game associated with said first symbol generator after the first cross-game symbol is generated by the first symbol generator, wherein said first cross-game symbol performs a function in said first secondary game, and
 - (b) operate the second secondary game associated with said second symbol generator after the second cross-game symbol is generated by the second symbol generator, wherein said second cross-game symbol performs a function in said second secondary game.
64. The gaming device of Claim 63, wherein the first secondary game and second secondary game are different.

65. The gaming device of Claim 63, wherein the first cross-game symbol is displayed upon the generation of at least one first predetermined symbol on said first symbol generator.

5 66. The gaming device of Claim 65, wherein the location of a secondary game symbol in the first secondary game is determined upon the display of the first cross-game symbol.

67. The gaming device of Claim 63, wherein the second cross-game symbol is displayed upon the generation of at least one second predetermined symbol on said second symbol generator.

10 68. The gaming device of Claim 63, wherein the operation of the first secondary game associated with said first symbol generator is based on the first cross-game symbol.

15 69. The gaming device of Claim 68, wherein the first cross-game symbol indicates the location of the placement of a secondary game symbol in the first secondary game.

70. The gaming device of Claim 68, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.

20 71. The gaming device of Claim 63, wherein the operation of the second secondary game associated with said second symbol generator is based on the second cross-game symbol.

72. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator and a second symbol generator, wherein

5 (i) said first symbol generator has a plurality of symbols including at least one first predetermined symbol, and

(ii) said second symbol generator has a plurality of symbols including at least one second
10 predetermined symbol;

(b) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game operates independently from the second secondary game, and the second
15 secondary game operates independently from the first secondary game;

(d) causing a first cross-game symbol to function on the first symbol generator and in the first secondary game associated with said first symbol generator after one of the first predetermined symbols is
20 generated by said first symbol generator; and

(e) causing a second cross-game symbol to function on the second symbol generator and in the second secondary game associated with said second symbol generator after one of the second predetermined symbols is generated by said second symbol generator.
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73. The method of Claim 72, wherein the first secondary game and the second secondary game are different.

74. The method of Claim 72, which includes displaying the first cross-game symbol upon the generation of at least one first
30 predetermined symbol on said first symbol generator.

75. The method of Claim 72, wherein the function of the first cross-game symbol on the first symbol generator includes determining the location of a secondary game symbol in the first secondary game upon the display of the first cross-game symbol.

5 76. The method of Claim 72, wherein the function in the first secondary game of the first cross-game symbol includes indicating the location of the placement of a secondary game symbol in the first secondary game.

10 77. The method of Claim 76, which includes moving the cross-game symbol from the first symbol generator to the first secondary game.

78. The method of Claim 77, wherein the first cross-game symbol becomes the secondary game symbol in the first secondary game.

15 79. The method of Claim 72, wherein the second cross-game symbol is displayed upon the generation of at least one second predetermined symbol on said second symbol generator.

20 80. The method of Claim 72, wherein the function of the first cross-game symbol in the first secondary game is the same as the function of the second cross-game symbol in the second secondary game.

81. The method of Claim 72, which includes operating the gaming device through a data network.

25 82. The method of Claim 81, wherein the data network is an internet.

83. The method of Claim 72, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

84. A method of operating a gaming device, said method comprising:

(a) providing a primary game including a first symbol generator having a plurality of symbols including at least one first cross-game symbol wherein said first cross-game symbol is adapted to:

- (i) function on the first symbol generator, and
- (ii) function in a first secondary game associated with said first symbol generator;

(b) providing in the primary game a second symbol generator having a plurality of symbols including at least one second cross-game symbol wherein said second cross-game symbol is adapted to:

- (i) function on the second symbol generator, and
- (ii) function in a second secondary game associated with said second symbol generator;

(c) providing a first secondary game associated with said first symbol generator and a second secondary game associated with said second symbol generator, wherein the first secondary game operates independently from the second secondary game, and operating the second secondary game operates independently from the first secondary game;

(d) operating the first secondary game associated with said first symbol generator after one of the first cross-game symbols is generated by said first symbol generator, said first secondary game including said first cross-game symbol; and

(e) operating the second secondary game associated with said second symbol generator after one of the second predetermined symbols is generated by said second symbol generator, said first secondary game including said first cross-game symbol.

85. The method of Claim 84, wherein the first secondary game and the second secondary game are different.

86. The method of Claim 84, which includes operating the gaming device through a data network.

87. The method of Claim 86, wherein the data network is an internet.

5 88. The method of Claim 84, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.